

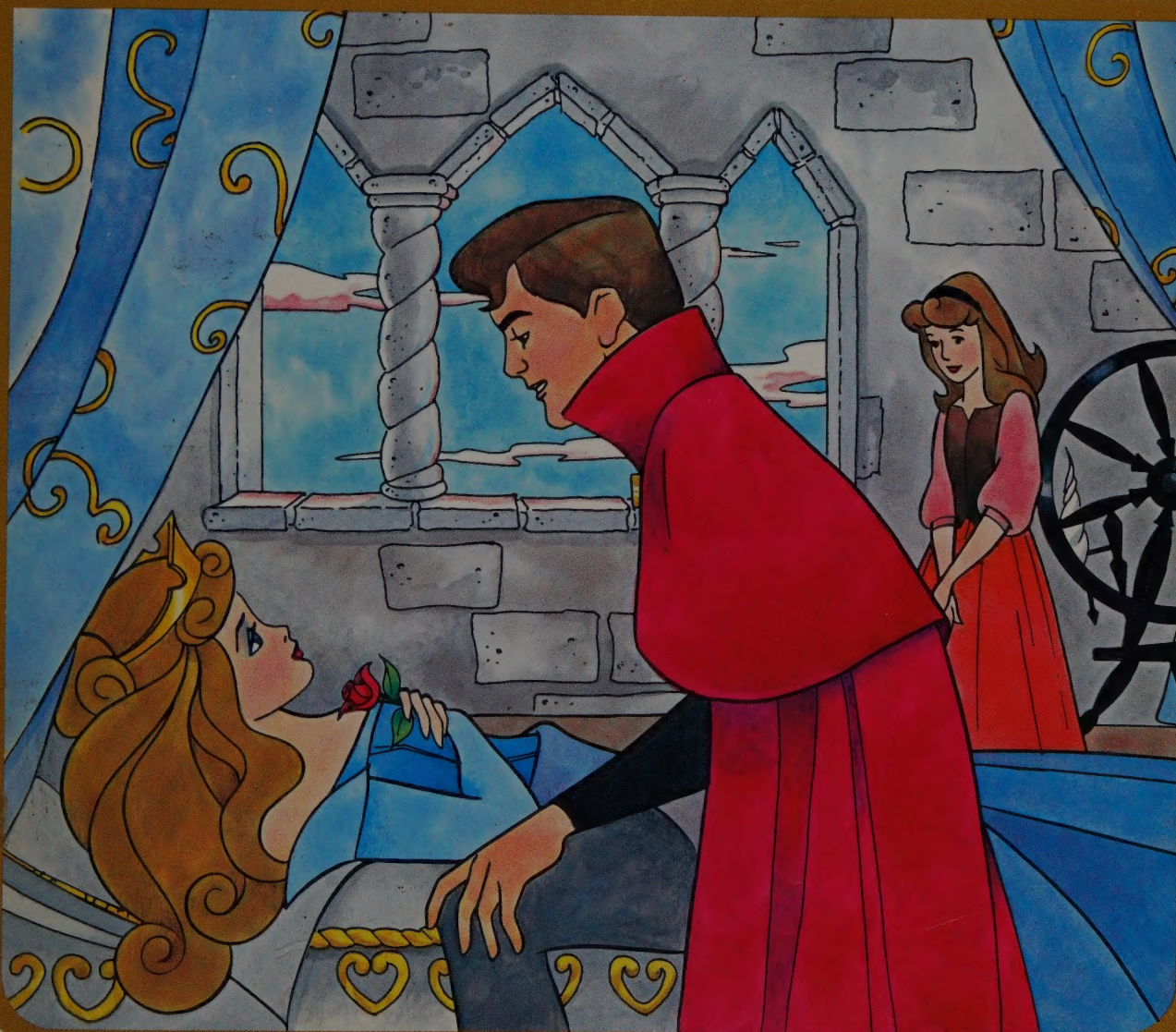
WALT DISNEY®

CHOOSE YOUR OWN ADVENTURE®



SLEEPING BEAUTY

and the Prince



A Bantam  Book



Class 5

WALT DISNEY®

CHOOSE YOUR OWN ADVENTURE®



SLEEPING BEAUTY *and the Prince*

Story adapted by JIM RAZZI



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SLEEPING BEAUTY AND THE PRINCE

A Bantam Book / October 1985

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Summary: The reader's decisions control a series of adventures in an enchanted forest, where an evil witch tries to cast a spell on Briar Rose.

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READ THIS FIRST!!!

Most books are about other people.

This book is about you and Sleeping Beauty—and an evil witch named Maleficent!

Sleeping Beauty is a princess on whom the evil witch has placed a curse.

What happens in the story depends on what you decide to do.

Do not read this book from the first page through to the last page. Instead, start on the next page and read until you come to your first choice. Decide what you want to do. Then turn to the page shown and see what happens.

When you come to the end of a story, go back and try another choice. Every choice leads to a new adventure.

While you can help Sleeping Beauty overcome the witch's curse, be careful. Maleficent's magic is evil and powerful!





In a tiny kingdom live a king and queen and their beautiful baby, Princess Aurora.

When Aurora was born, King Stefan invited everyone—except Maleficent—to the celebration. So the angry Maleficent put a spell on the Princess. She said that when Princess Aurora turned sixteen she would prick her finger on a spinning wheel and die!

But three good fairies changed the spell.

Go on to the next page.

They said that instead of dying, the Princess would fall into a deep sleep. Then they took the infant Princess and fled into a great forest, disguised as peasants.

It is now sixteen years later, and you find yourself in that very same forest.

It is a beautiful day and you are walking with your dog, Lance. You are thinking of the Princess and wondering whatever became of her.

Turn to page 2.

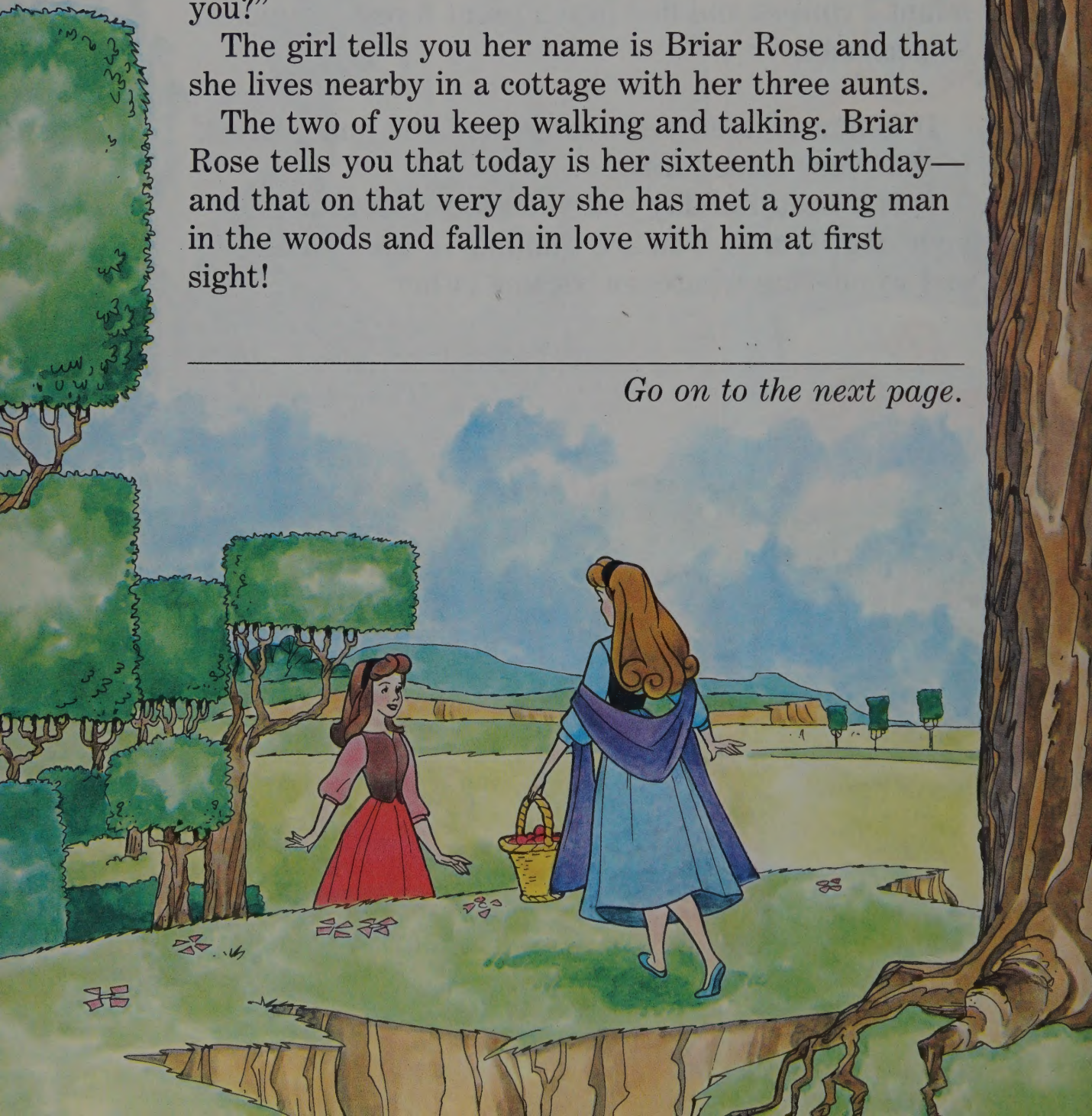


You're still daydreaming when you come upon a young girl in the woods. "Hello," you say. "Who are you?"

The girl tells you her name is Briar Rose and that she lives nearby in a cottage with her three aunts.

The two of you keep walking and talking. Briar Rose tells you that today is her sixteenth birthday—and that on that very day she has met a young man in the woods and fallen in love with him at first sight!

Go on to the next page.



“That’s wonderful!” you say.

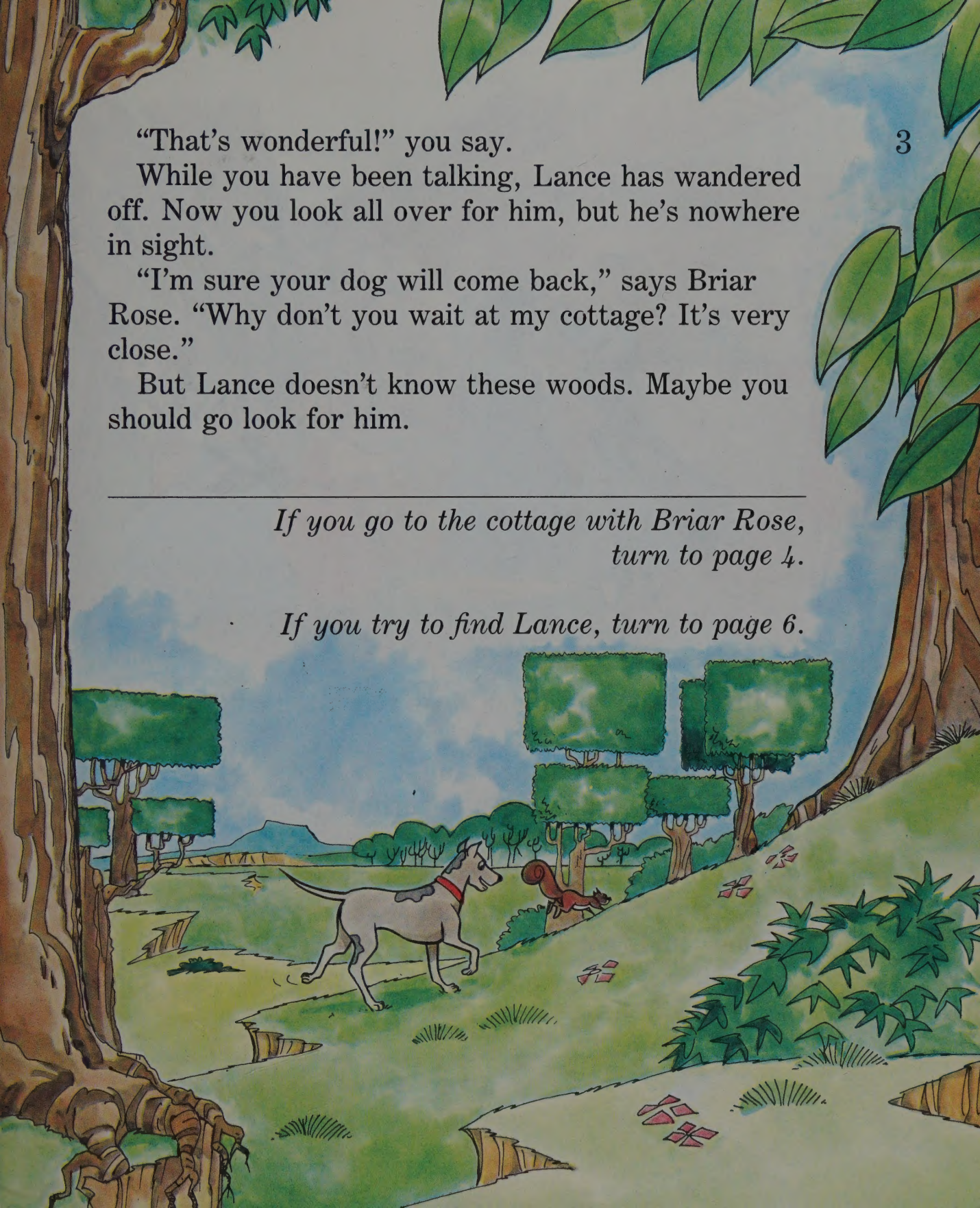
While you have been talking, Lance has wandered off. Now you look all over for him, but he’s nowhere in sight.

“I’m sure your dog will come back,” says Briar Rose. “Why don’t you wait at my cottage? It’s very close.”

But Lance doesn’t know these woods. Maybe you should go look for him.

*If you go to the cottage with Briar Rose,
turn to page 4.*

If you try to find Lance, turn to page 6.





Just as you and Briar Rose reach the cottage, the door is flung open.

“Surprise!” shout her aunts.

They have made her a beautiful gown and baked her a cake.

One of the aunts has an even bigger surprise. She tells Briar Rose that the “aunts” are three good fairies—and that Briar Rose is really the Princess Aurora!

Go on to the next page.

Now *you're* surprised!

"Then you must be Flora, Fauna, and Merryweather," you cry. "The three good fairies who changed the spell!"

The fairies nod in agreement.

Then Flora says to the Princess, "And today we're taking you back to your father, King Stefan."

Before the Princess can answer, Merryweather says, "Look! In that tree—it's Maleficent's raven!"

Turn to page 8.





You run through the woods calling Lance. You hope he hasn't gone far.

But almost the whole day goes by, and still you haven't found him.

You are thinking that he might have gone home by himself, when you come to a large cave near a tangled path.

Go on to the next page.



Maybe Lance has chased an animal into the cave. Should you go inside? It looks scary in there.

On the other hand, Lance could have gone down the path. Where should you go, into the cave or down the path?

If you decide to go down the path, turn to page 10.

If you decide to go into the cave, turn to page 26.

“Oh, dear,” says Merryweather. “I knew we shouldn’t have used our magic powers to make the presents. The raven must have seen our magic rays. Now it will tell the witch where we are!”

“What can we do?” you ask.

“Stop the raven from getting to the witch,” replies Merryweather.

Go on to the next page.





“But wait!” cries Fauna. “Somebody has to take the Princess back to her father’s palace.”

You want to help. Maybe you could try to stop the raven. But Maleficent would be very angry if she found out you meddled in her affairs.

Should you take the risk?

Maybe you should go to the palace with Princess Aurora.

If you decide to go to the palace, turn to page 16.

If you try to stop the raven, turn to page 24.

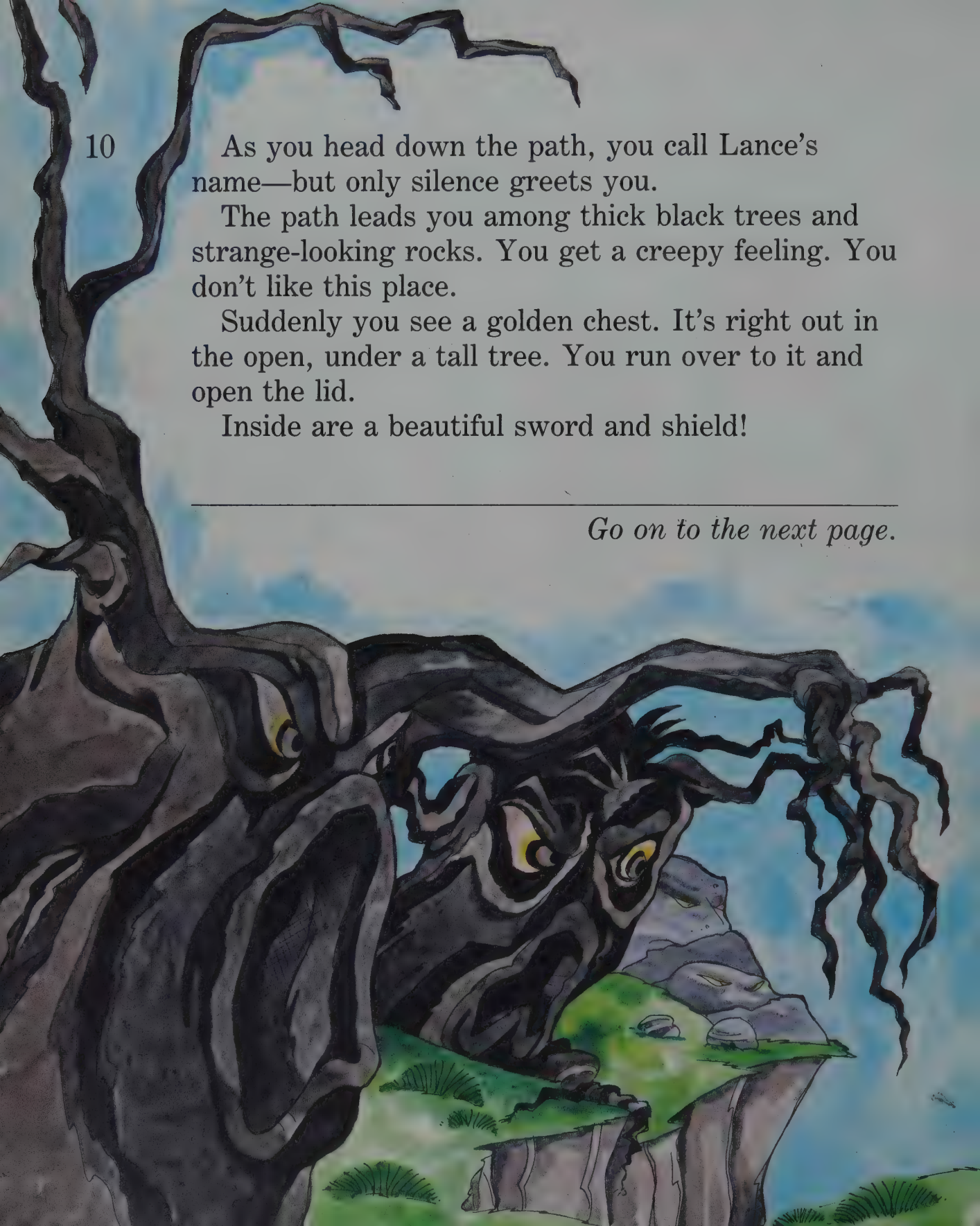
As you head down the path, you call Lance's name—but only silence greets you.

The path leads you among thick black trees and strange-looking rocks. You get a creepy feeling. You don't like this place.

Suddenly you see a golden chest. It's right out in the open, under a tall tree. You run over to it and open the lid.

Inside are a beautiful sword and shield!

Go on to the next page.

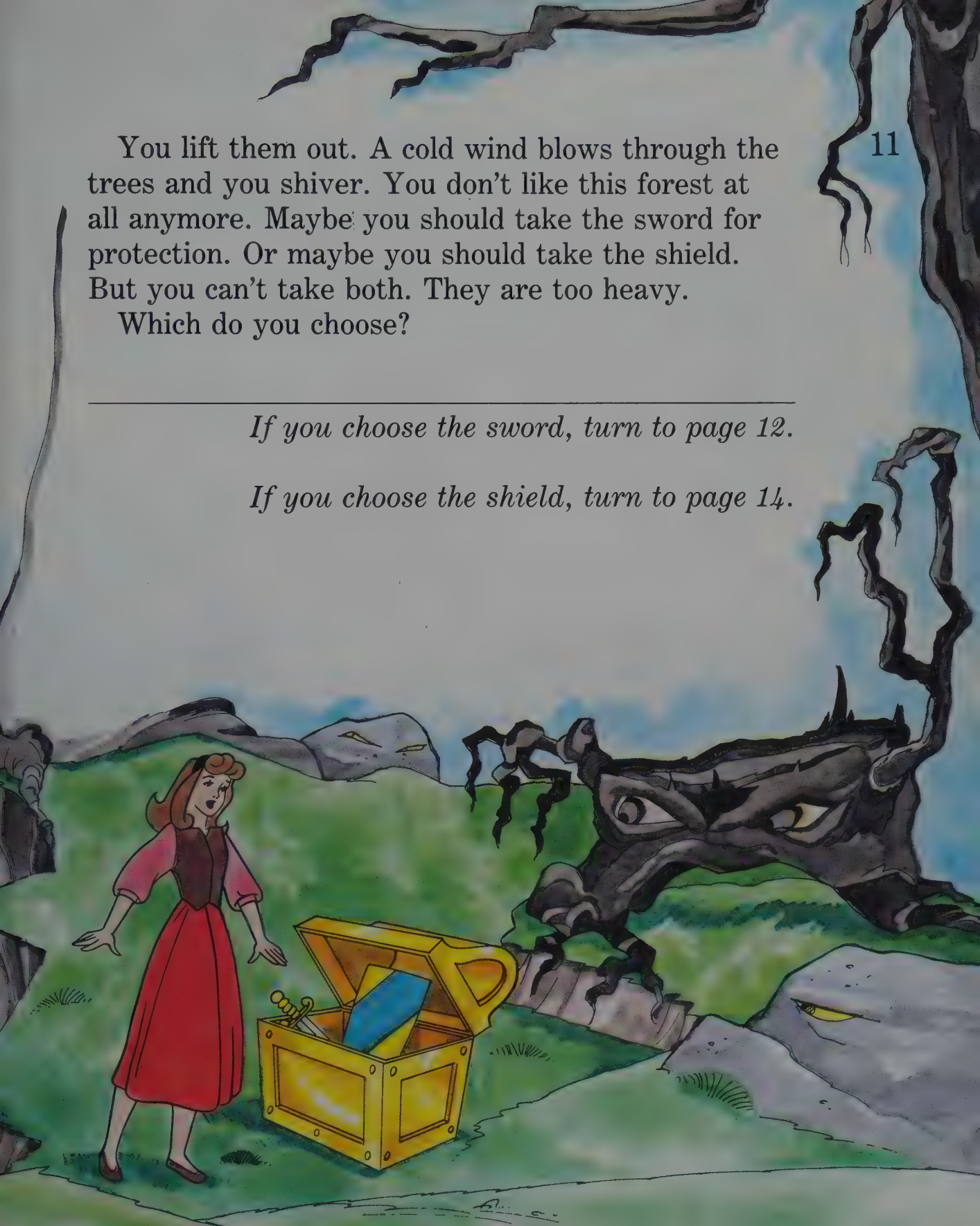


You lift them out. A cold wind blows through the trees and you shiver. You don't like this forest at all anymore. Maybe you should take the sword for protection. Or maybe you should take the shield. But you can't take both. They are too heavy.

Which do you choose?

If you choose the sword, turn to page 12.

If you choose the shield, turn to page 14.



Carrying the sword carefully, you continue down the path. You have walked only a bit farther when you see a black castle on a cliff. Suddenly you know whose castle it is.

It's the castle of the evil witch!

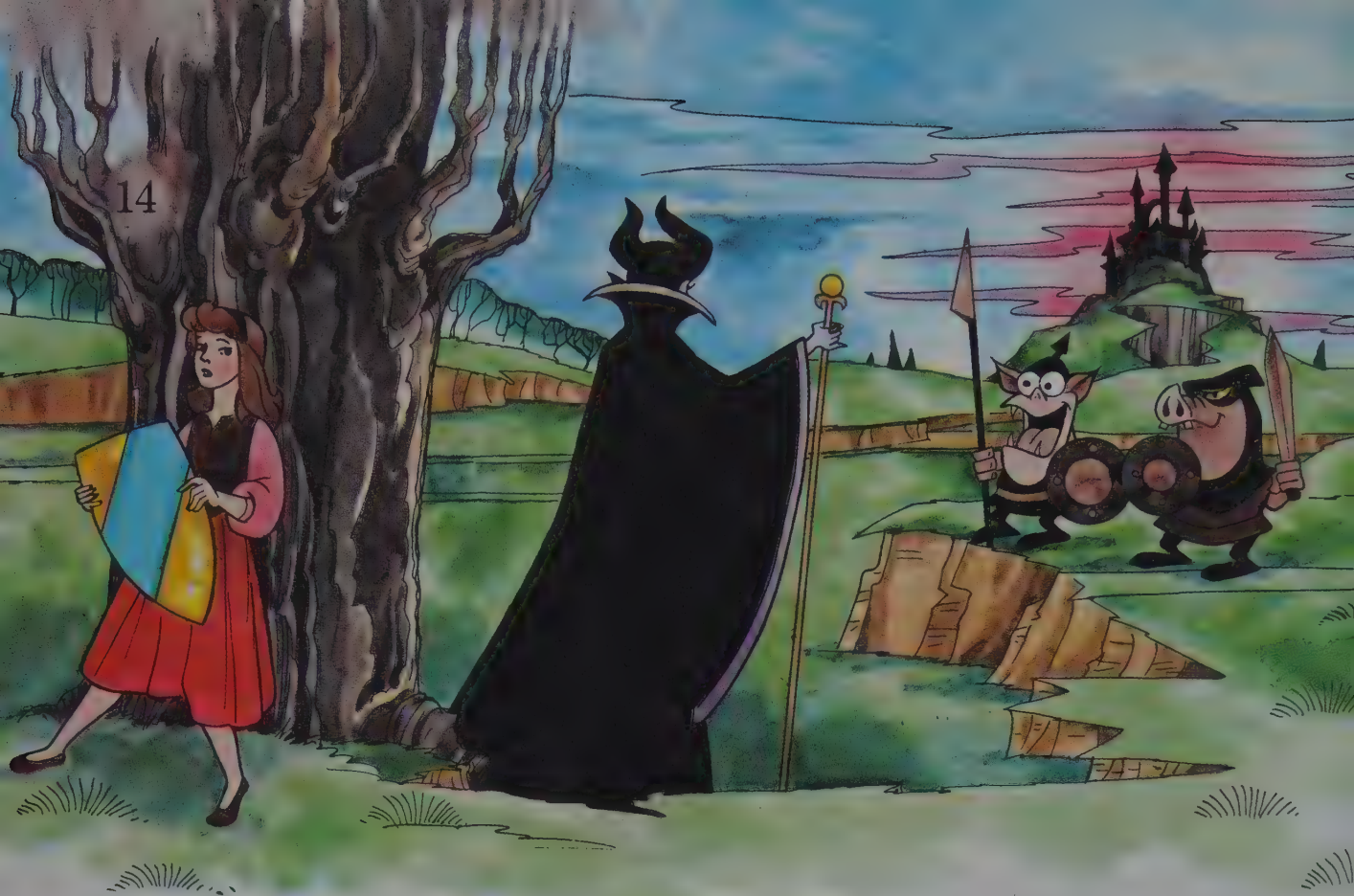
Then, as if by magic, the witch herself appears nearby with two of her henchmen.

She doesn't see you, so you duck behind some bushes to hide.

Turn to page 28.







Holding the shield before you, you return to the path.

After you have walked a bit, you see a black castle on a cliff. You know whose castle it is—Maleficent's!

All of a sudden, you see the witch herself with two of her henchmen. She doesn't see you, so you quickly hide behind a tree.

Go on to the next page.

“So Briar Rose has fallen in love with a prince, has she?” you hear Maleficent say. “Too bad she doesn’t know he’s a prince, and too bad I have him locked in my dungeon now!”

She throws back her head and laughs wickedly.

A prince! So that’s who Briar Rose met in the woods. And now he’s the witch’s prisoner. You must try to rescue him!

Just then, your shield clangs against the tree, and the witch cries out, “Who’s there?”

Turn to page 20.





In a few hours, you and the Princess are in the palace, standing before King Stefan.

“Oh, my daughter!” he cries. “It’s so good to have you back at last!”

You look on, smiling, as the King embraces the Princess.

“My dear,” says the King, “I want you to meet King Hubert.”

He introduces Princess Aurora to a man standing nearby.

Go on to the next page.

He says that King Hubert is the father of Prince Phillip, whom the Princess is to marry.

“But I love another!” cries Aurora. “I don’t want to marry Prince Phillip!”

“Now, now, you’re just tired, my dear,” says King Stefan. “Go up to your bedroom with your friend and rest. We’ll talk later.”

Turn to page 18.



"I'm not tired," says Princess Aurora as she sits on her bed.

"We can talk if you like," you suggest.

"It's nice of you to stay with me," says the Princess, "but you don't have to. Maybe you should go back to the forest and look for Lance."

You think about that. You do want to look for your dog, but the Princess looks so unhappy. Maybe you should stay a while longer.

If you stay with Princess Aurora, turn to page 34.

*If you decide to go back to the forest,
turn to page 38.*







Quick as a wink, the witch runs behind the tree and finds you.

“Oh, no!” you cry. But then you find yourself rising in the air! The shield is carrying you away from the witch. It must be magic!

Suddenly you are joined by three fairies.

“Who are you?” you ask.

“There’s no time to explain,” they say together.
“We must rescue the Prince!”

Go on to the next page.

With the fairies' help, you rescue the Prince from the witch's castle. In a little while he stands before you, armed with your shield and the Sword of Truth, which the fairies have brought.

"You must go find Briar Rose at the palace," they tell him. "She is really the Princess Aurora. Maleficent made her prick her finger on a spinning wheel, and now she lies sleeping. Only her true love's first kiss can break the sleeping spell."

Turn to page 23.





“But be careful,” the fairies continue. “Maleficent will try to stop you.”

The Prince nods. “I will find my true love,” he says.

He mounts a horse the fairies have given him.

You want to go with him. But maybe you would be in the way. Should you stay with the fairies?

If you go with the Prince, turn to page 32.

If you stay with the fairies, turn to page 36.





“I’ll stop the raven,” you say, “but how? I can’t fly!”

In answer, Merryweather waves her magic wand—and turns *you* into a raven!

“There!” she says.

This is exciting! You ruffle your feathers happily.

Just then, the witch’s raven flutters off its perch and flies into the sky. You flap your wings and dart after it.

Go on to the next page.



But as soon as you are in the air, a huge eagle swoops down on you and the witch's raven. It's attacking!

"Oh, no!" you caw.

Then you realize that the eagle will be able to attack only one of you. The other one will escape.

Your heart beats faster as the eagle draws near. Which one of you will it pick? You close your eyes and hope it's not *you*!

The End

Inside the cave it *is* scary, and cold and damp, too!

“Lance? Are you in here?” you call. Silence.

You go deeper into the cave. Just then you hear heavy footsteps ahead. Something is coming toward you. You see a scaly head. . . .

It’s a dragon!

Go on to the next page.





And it *speaks*!

“How nice to have a visitor,” the dragon says with a hiss. “But I was hoping it was the Princess Aurora. I’ve been looking for her for sixteen years!”

Princess Aurora! The dragon must be the witch Maleficent!

You turn and run. Back through the damp, dark cavern you go. You feel the dragon’s hot breath on your neck. Ahead you can see daylight. You speed up. Who’s faster—you? or the dragon? You’ll find out in just a few seconds. . . .

The End



As you hurry to get out of sight, your sword clangs against a rock. The witch turns at the sound and sees you.

“Who are you?” she shrieks. “Are you spying on me?”

You turn to run, but you’re face-to-face with a huge tree.

“I’ll teach you to mind your own business!”
The witch leaps toward you.

Go on to the next page.

You swing out with your sword. You don't want to hurt anyone, but you've got to escape from the witch!

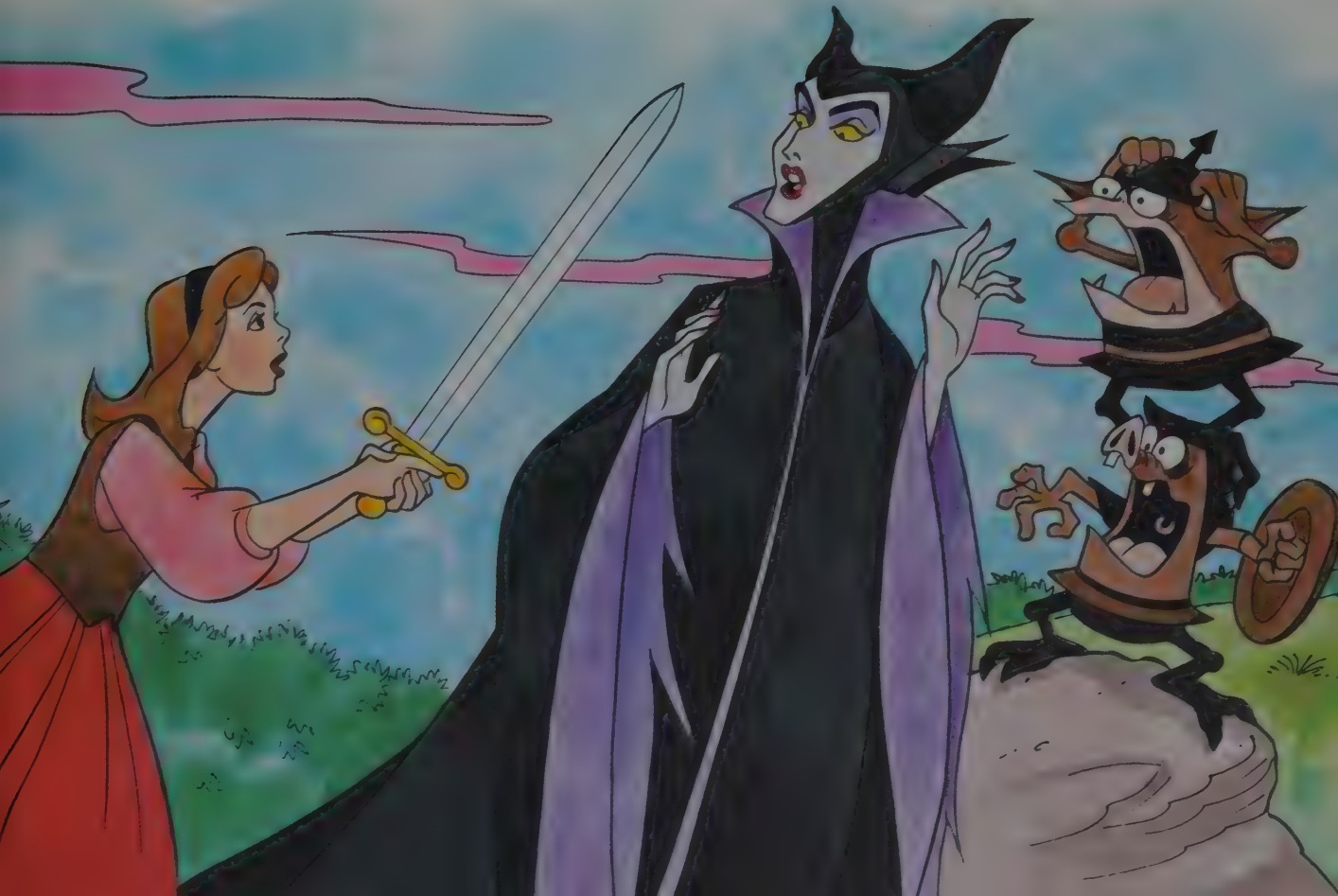
Little by little, you force her back.

But suddenly you drop the heavy sword!

Quick as a cat, the witch picks it up!

"You almost defeated me with the Sword of Truth," she cries, "but now you're finished!"

Turn to page 30.



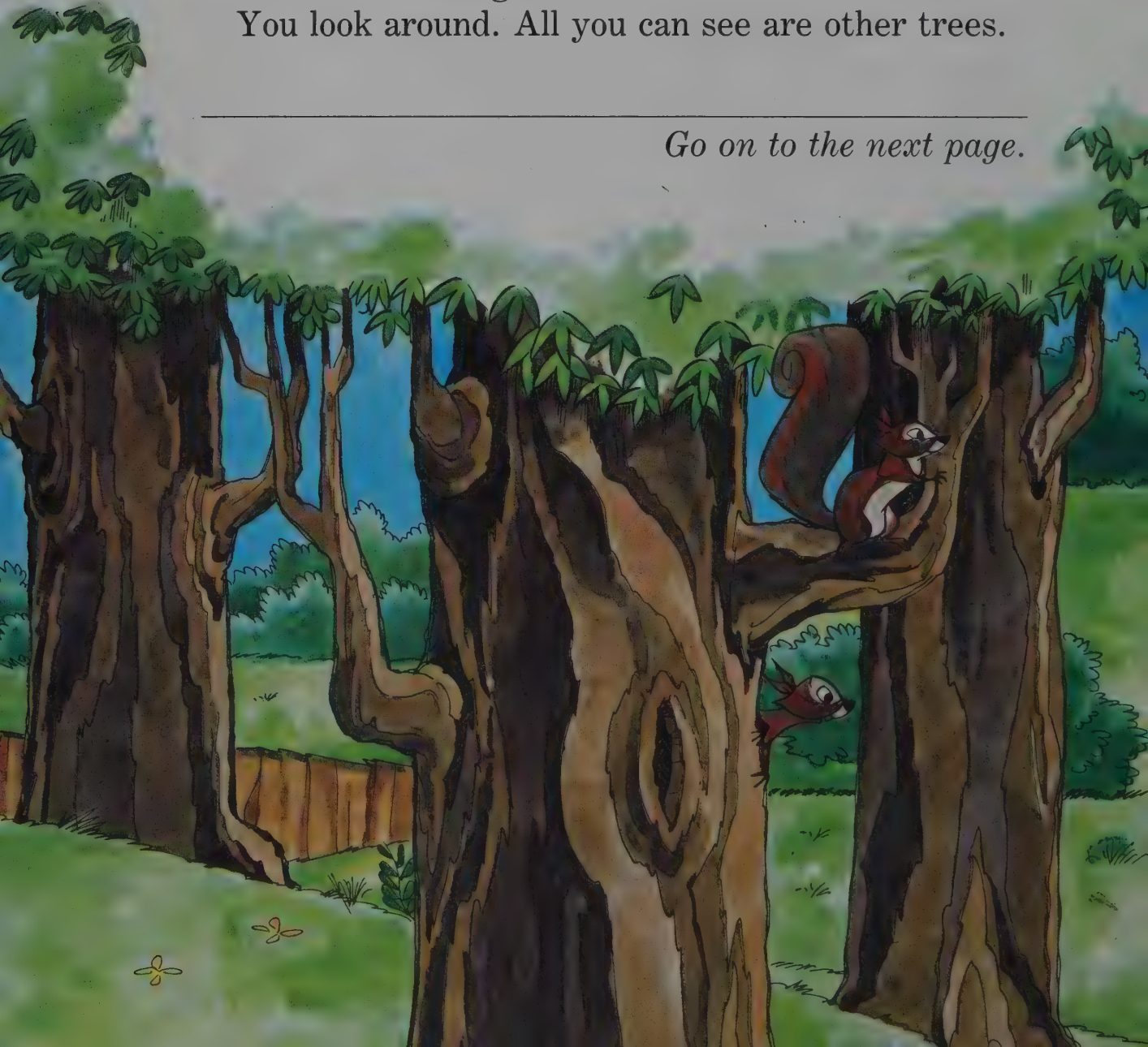
The evil witch waves her hands.

There is a blinding flash, and you feel rooted to the spot. You are—the witch has turned you into a tree!

There is another flash of light, and the witch and her henchmen are gone.

You look around. All you can see are other trees.

Go on to the next page.



You sigh through your leaves.
Sooner or later someone will probably come along
and break the spell.

Then you remember Lance. Maybe *he* will come!
But will he recognize you if he does?

All you can do is wait and see. After all, you're
certainly not going anywhere!

The End



The fairies give you a horse, too, and soon you are on your way to the palace with the Prince.

When you get there, you find a huge fire-breathing dragon guarding the drawbridge.

"It's the witch in disguise!" says the Prince.

He charges the dragon bravely, but the creature forces him back.

"It's no use," says the Prince. "We can't get by."

Go on to the next page.



“Throw the sword!” you shout.

The Prince nods and flings the Sword of Truth straight into the dragon’s heart, slaying the dragon.

Then the Prince runs across the drawbridge saying, “Now I will find my Sleeping Beauty and wake her!”

You turn back toward the forest. You’re glad you could help the Prince. But you still want to find Lance. Then there will be a happy ending for everyone!

The End





You lie down next to Princess Aurora. She is talking to you, but you are feeling very tired. Your eyes are closing. . . .

You wake with a start. You look for the Princess, but she's not there. The palace seems awfully quiet.

You run out of the bedroom and into the main hall. A strange sight greets you.

Everyone is fast asleep!

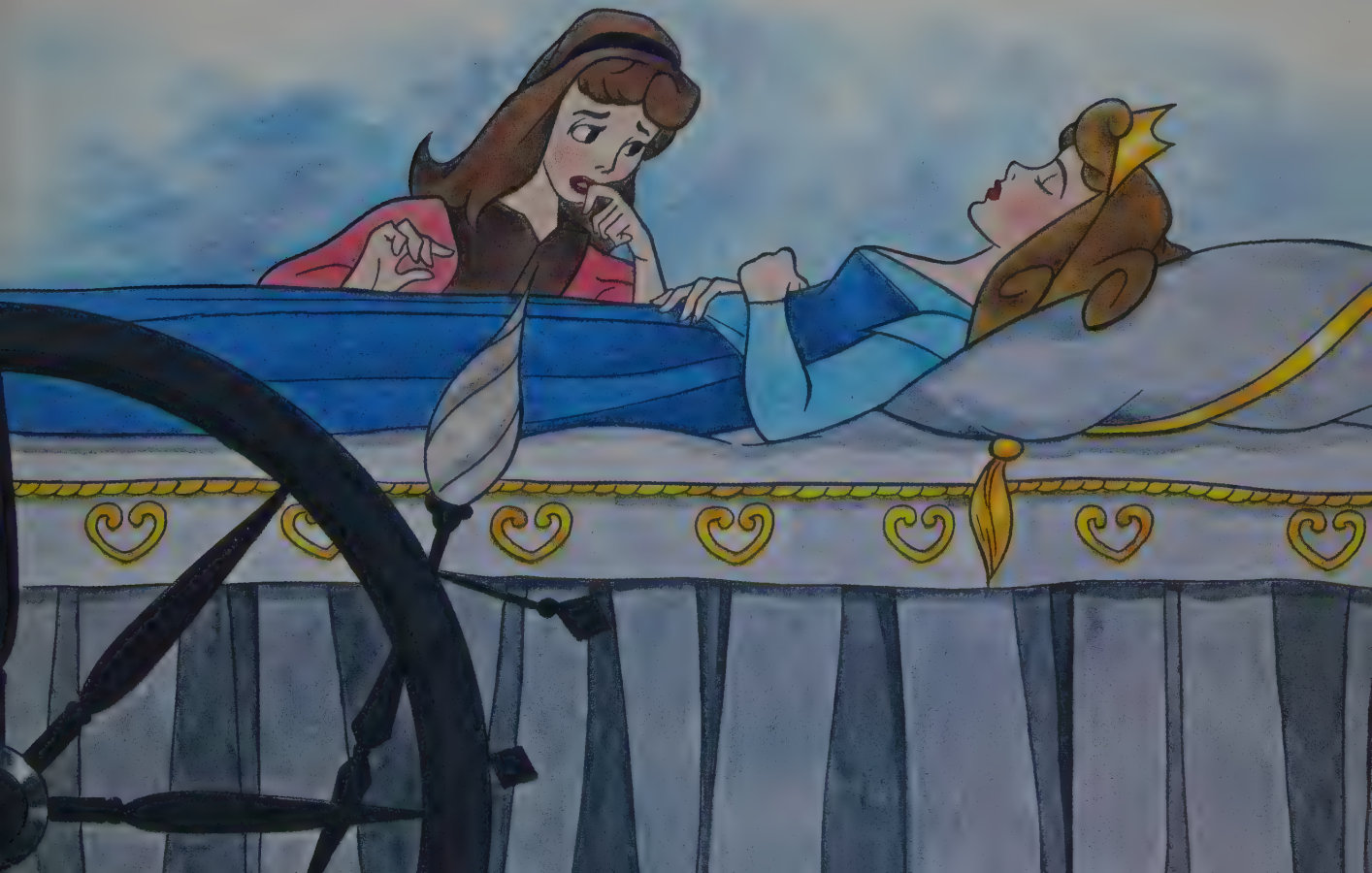
Go on to the next page.

You wander around the palace in a daze until you find yourself in a room at the top of a tower. And there's Princess Aurora in a deep sleep!

Next to her is a spinning wheel, and now you know what happened. It's the witch's curse—the Princess has pricked her finger on a spinning wheel on her sixteenth birthday!

You don't know what to do. Slowly you walk back to the main hall.

Turn to page 42.



"I'm sure the Prince will find his Sleeping Beauty," you say to the fairies as you watch him ride away. "I only wish I could find my dog."

"Did you lose a dog?" asks one of the fairies. You nod yes.

"Why, that must be the one I found," she says. At that, she pulls a small frog out of her pocket.

"I was keeping him until I could send him home to his owner."

Go on to the next page.





You are wondering what she's talking about, when the fairy waves her magic wand—and turns the frog back into Lance!

“He was too big to carry,” she says, “so I changed him into something smaller. I meant to change him back when I got home, but in all the excitement, I forgot.”

You laugh. As long as you have Lance back, you don't care *how* it happened!

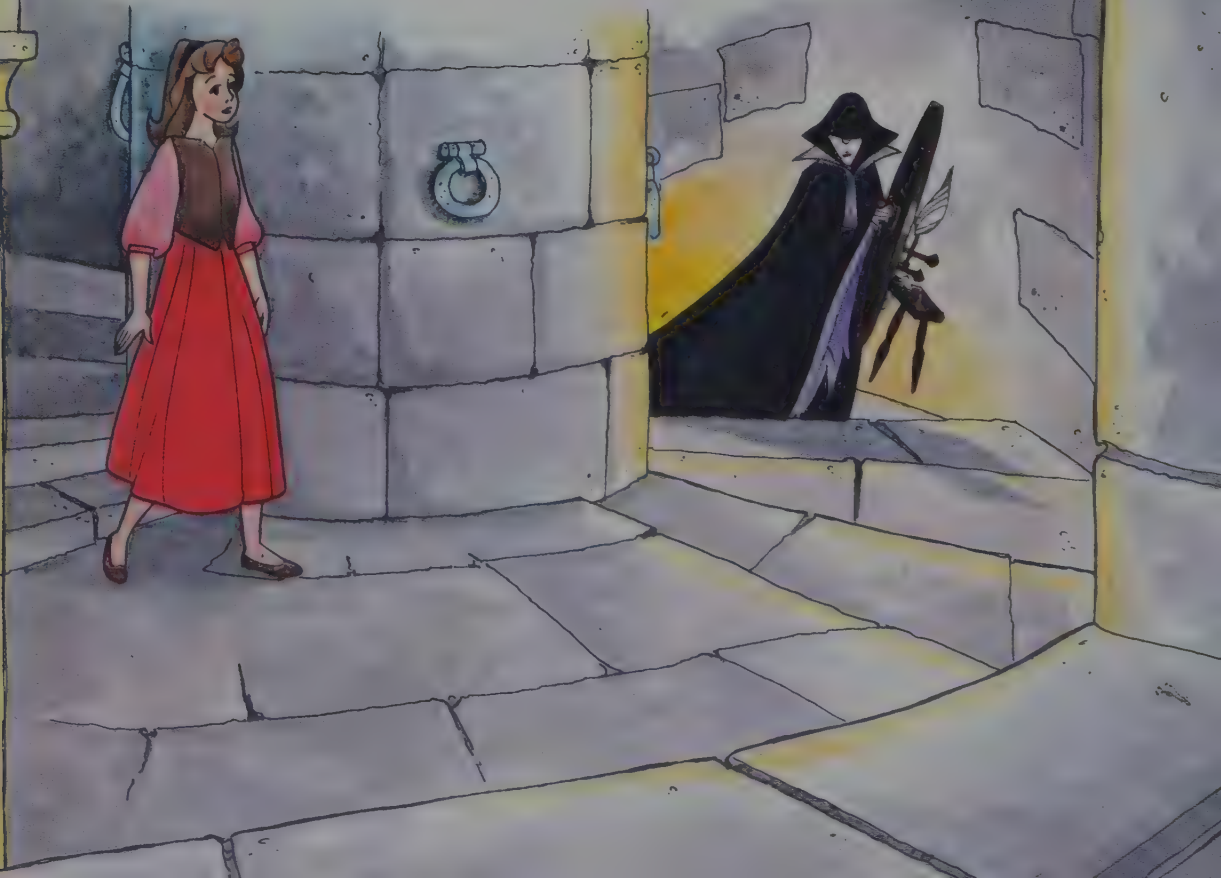
The End

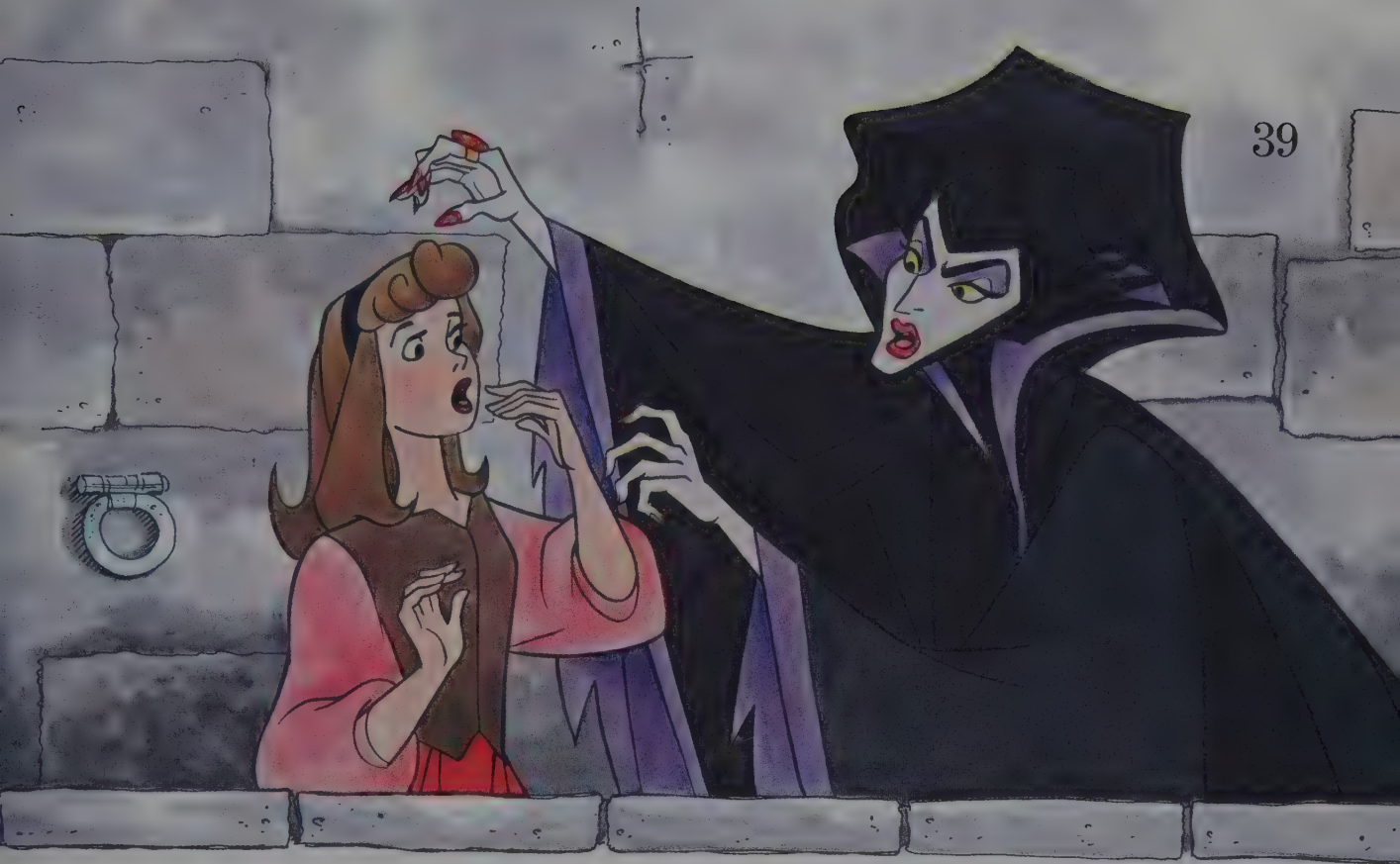
Almost as soon as you leave the Princess's room to go back to the forest, you realize that you can't find your way out of the palace. You wander through halls and up and down staircases. Then you see a long, winding stairway.

You think it might be a way out so you take it.

On your way down you meet a woman carrying a spinning wheel. She turns and glares at you. She has a cruel face.

Go on to the next page.





You say hello, anyway, and ask her if she needs help carrying the spinning wheel.

“No!” she croaks.

But since she isn’t looking where she’s going, she trips. The spinning wheel falls from her hands and smashes down the steps.

“Fool!” she cries. “I’ll teach you to stick your nose in Maleficent’s business!”

Maleficent! The evil witch!

Turn to page 40.

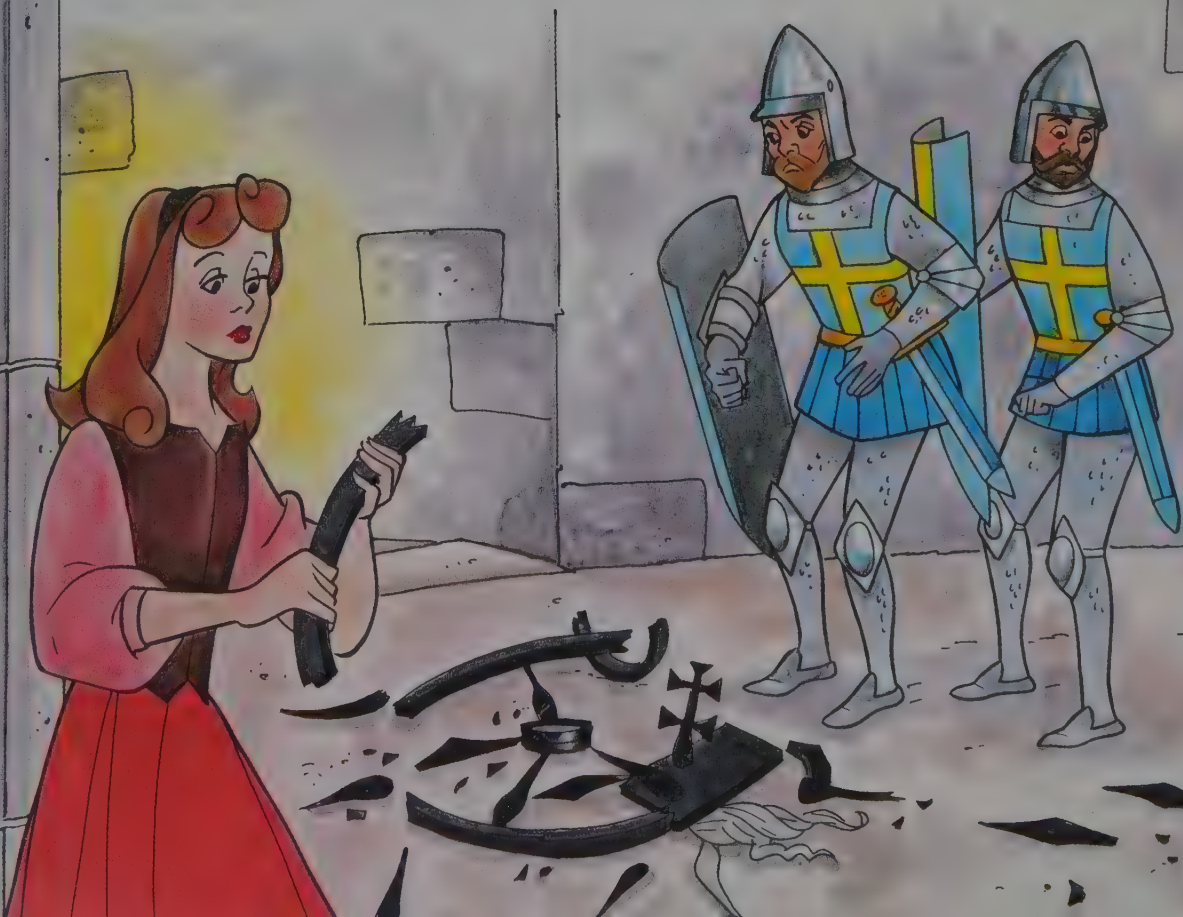
You are terrified that the witch will cast a spell on you.

But at that moment, the King's soldiers come running to see what the noise was.

The witch snarls at them and disappears in a puff of green smoke.

You and the soldiers stare at the broken spinning wheel. You realize that the witch was bringing it into the palace so the Princess could prick her finger on it!

Go on to the next page.





“That must be the last spinning wheel left in the kingdom,” says one of the soldiers. “The King had all the others destroyed a long time ago.”

You breathe a sigh of relief. Now the witch’s curse can never come true.

“If you can show me the way out,” you say to the soldiers, “I’ll go find my dog.”

The soldiers show you out. “Good luck!” they shout as you run off toward the woods and Lance.

The End



Suddenly someone bursts through the door.

“I am Prince Phillip,” he tells you. “And I have just slain the witch! Now I must find Briar Rose, my own true love!”

Briar Rose! So the young man she fell in love with was the Prince!

“The fairies say she is really the Princess Aurora,” he goes on. “And that they put her and everyone else here under a sleeping spell.”

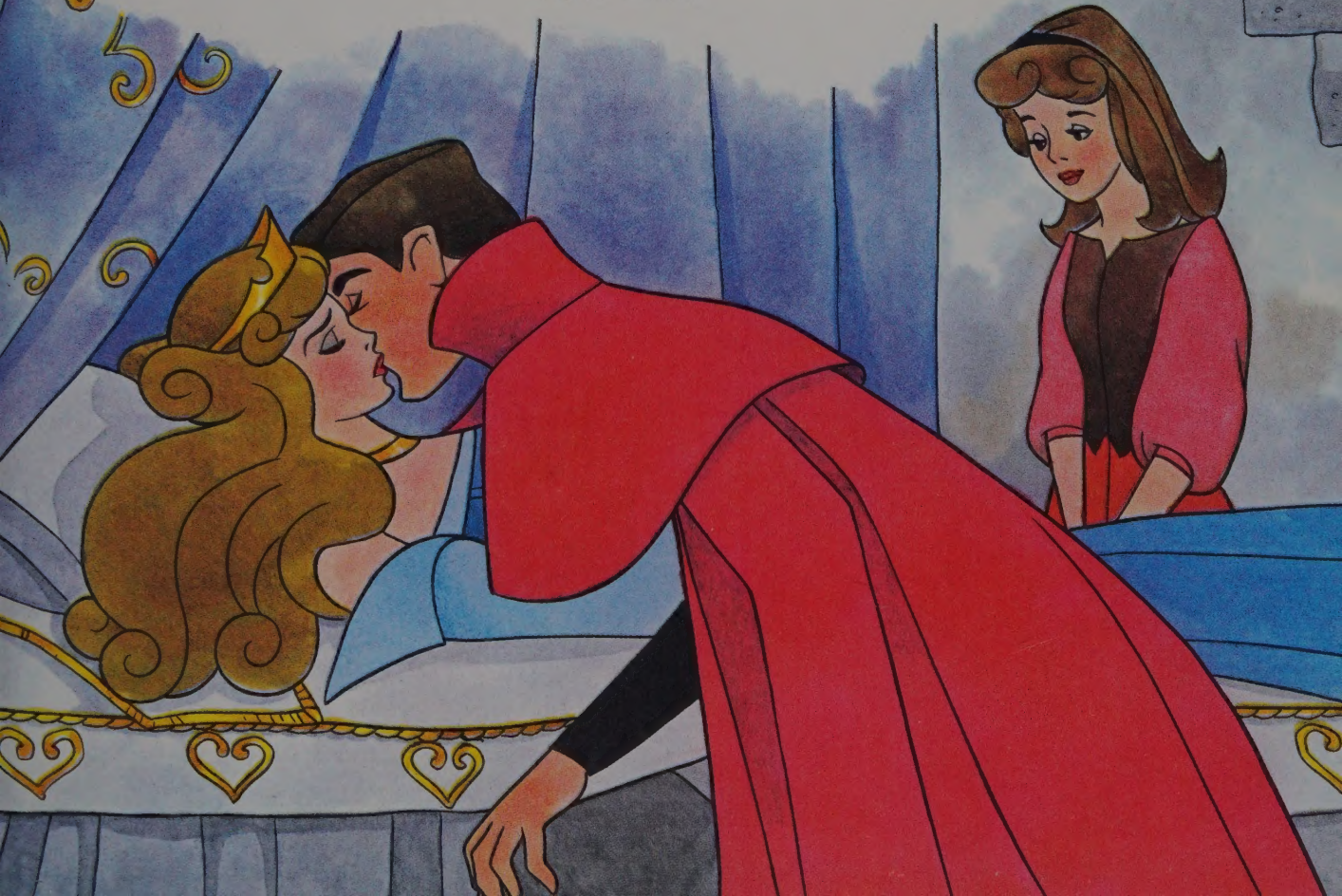
Go on to the next page.

“Oh,” you say. “They must have let me wake up to help you.”

You lead the Prince to the tower room, and he runs to Aurora and kisses her tenderly. Her eyes flutter open. Her true love’s first kiss has broken the spell!

Now you hear sounds and realize that the other people in the palace are waking up again. Everything is ending happily for them. Now as soon as you find Lance, everything will end happily for you, too!

The End



"Oh," you say, "they must have been so happy."
I know you.
It is said the Prince in the forest, and he
tried to shoot and kill the Queen. But
the Queen was so kind and so good
that she forgave him.
And when he came back and found her
in the palace, he was so happy
that he was ready to die for her.
And I know, everything was so good
that I am sure, everything was so good.

The End

WALT DISNEY®

CHOOSE YOUR OWN ADVENTURE®

Can you help rescue Sleeping Beauty?

A beautiful princess lies fast asleep in her palace. Only the Prince's kiss can wake her from the spell of the evil witch Maleficent. But the Prince will face terrible dangers on the way to the palace! Do you dare to rescue Sleeping Beauty with him?

If you ride to the palace with the Prince, turn to page 32. If you wait in the forest, turn to page 36. What happens next? It depends on the choices you make!

Look for the Other Walt Disney Choose Your Own Adventure Books:

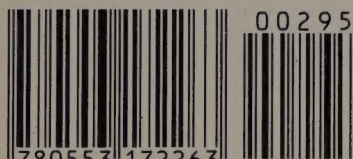
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